IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
(Attorney Docket No. 05222.00143)

In the Application of:	)
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Beams, et al.	)
	)
Serial No: Unassigned	)
	)
Filed: November 5, 2001	)
	)
For: System, Method and Article of Manufacture for Creating a Virtual University Experience	)

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

This amendment is being filed concurrently with the above-identified application. It is believed that no fee is due in connection with this filing. However, if a fee is due, the Office is authorized to charge such a fee to Deposit Account No. 01-0850.

Prior to examining the above-identified application, please amend the application as follows:

IN THE SPECIFICATION:

On page 1, line 4, please add the following paragraph:

PRIORITY CLAIM

This is a continuation of the following International Applications filed on May 5, 2000:

PCT/US00/12513, which claims priority to U.S. Application No. 09/305,874, filed May 5, 1999;

PCT/US00/12440, which claims priority to U.S. Application No. 09/306,466, filed May 5, 1999;

PCT/IB00/00965, which claims priority to U.S. Application No. 09/306,022, filed May 5, 1999;

PCT/US00/12424, which claims priority to U.S. Application No. 09/306,464, filed May 5, 1999;

PCT/US00/12492, which claims priority to U.S. Application No. 09/305,931, filed May 5, 1999; and

PCT/US00/12448, which claims priority to U.S. Application No. 09/306,468, filed May 5, 1999.

IN THE CLAIMS:

Please add the following claims:

20. A method for establishing a virtual director that coordinates a training session, comprising the steps of:

initiating a session with a virtual director;

prompting a user to enter a response congruent with a goal;

receiving the response to the goal;

transmitting the response to the virtual director;

calculating a level of congruency between the response and a target response designed to achieve the goal under the supervision of the virtual director;

providing feedback to the user reflecting the level of congruency to assist the user in achieving the goal; and

providing remedial information to assist the user in achieving the goal;

wherein at least one of the steps of the method can be executed manually under the supervision of the virtual director.

21. A method for establishing a virtual director that coordinates a training session as recited in Claim 20, wherein the user is manually prompted to enter the response congruent with the goal.

22. A method for establishing a virtual director that coordinates a training session as recited in Claim 20, wherein the level of congruency is manually calculated.

23. A method for establishing a virtual director that coordinates a training session as recited in Claim 20, wherein the feedback to the user is provided manually.

24. A method for establishing a virtual director that coordinates a training session as recited in Claim 20, wherein the remedial information to assist the user in achieving the goal is determined manually.

25. A method for establishing a virtual director that coordinates a training session as recited in Claim 20, wherein the method is executed on a plurality of servers which are coupled through a computer network.

26. A method for establishing a virtual director that coordinates a training session as recited in Claim 25, wherein the computer network supports Internet Protocol (IP).

27. A method for establishing a virtual director that coordinates a training session as recited in Claim 25, wherein the computer network includes a Local Area Network (LAN).

28. A method for establishing a virtual director that coordinates a training session as recited in Claim 25, wherein the computer network includes a Wide Area Network (WAN).

29. An apparatus for establishing a virtual director that coordinates a training session, comprising:

logic that initiates a session with a virtual director;

logic that prompts a user to enter a response congruent with a goal;

logic that receives the response to the goal;

logic that transmits the response to the virtual director;

logic that calculates a level of congruency between the response and a target response designed to achieve the goal under the supervision of the virtual director;

logic that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal; and

logic that provides remedial information to assist the user in achieving the goal, wherein at least one of the logic is executed manually under the supervision of the virtual director.

30. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session, comprising:

a code segment that initiates a session with a virtual director;

a code segment that prompts a user to enter a response congruent with the goal;

a code segment that receives the response to the goal;

a code segment that transmits the response to the virtual director;

a code segment that calculates a level of congruency between the response and a target response designed to achieve the goal under the supervision of the virtual director;

a code segment that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal; and

a code segment that provides remedial information including information from the help engine to assist the user in achieving the goal, wherein at least one of the code segments can be executed manually under the supervision of the virtual director.

31. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 30, wherein a user is prompted manually to enter a response congruent with a goal.

32. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 30, wherein the level of congruency is calculated manually.

33. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 30, wherein the feedback to the user is provided manually.

34. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 30, wherein the remedial information to assist the user in achieving the goal is determined manually.

35. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 30, wherein the computer program resides on a plurality of servers which are coupled through a computer network.

36. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session-as recited in Claim 35, wherein the computer network supports Internet Protocol (IP).

37. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 35, wherein the computer network includes a Local Area Network (LAN).

38. A computer program embodied on a computer-readable medium that establishes a virtual director that coordinates a training session as recited in Claim 35, wherein the computer network includes a Wide Area Network (WAN).

39. A method for providing one or more virtual instructors, comprising the steps of:

connecting a server and one or more users and a first virtual instructor;

selecting a destination within the server to interact with the one or more users;

coupling the one or more users through the server based on the selected destination;

establishing interaction parameters for the one or more users based on the selected destination; and

dynamically adding a second virtual instructor.

40. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor monitors progress and provides feedback.

41. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor is selected by the one or more users.

42. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor becomes the principal instructor.

43. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor works with the first instructor to instruct the one or more users.

44. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor collaborates privately with the first virtual instructor.

45. A method for providing one or more virtual instructors as recited in Claim 39, wherein the second virtual instructor leads a breakout session with one or more of the users.

46. A method for establishing a virtual instructor as recited in Claim 39, wherein the second virtual instructor is selected by the first virtual instructor.

47. A method for establishing a virtual instructor as recited in Claim 39, wherein the interaction parameters include support for electronic distribution of materials from the second virtual instructor.

48. An apparatus for providing one or more virtual instructors, comprising:

logic that connects a server and one or more users and a first virtual instructor;

logic that selects a destination within the server to interact with the one or more users;

logic that couples the one or more users through the server based on the selected destination;

logic that establishes interaction parameters for the one or more users based on the selected destination; and

logic that dynamically adds a second virtual instructor.

49. A computer program embodied on a computer-readable medium that providing one or more virtual instructors, comprising:

code that connects a server and one or more users and a first virtual instructor;

code that selects a destination within the server to interact with the one or more users;

code that couples the one or more users through the server based on the selected destination;

code that establishes interaction parameters for the one or more users based on the selected destination; and

code that dynamically adds a second virtual instructor.

50. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor monitors progress and provides feedback.

51. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor is selected by the one or more users.

52. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor becomes the principal instructor.

53. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor works with the first instructor to instruct the one or more users.

54. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor collaborates privately with the first virtual instructor.

55. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor leads a breakout session with one or more of the users.

56. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the second virtual instructor is selected by the first virtual instructor.

57. A computer program embodied on a computer-readable medium that providing one or more virtual instructors as recited in Claim 49, wherein the interaction parameters include support for electronic distribution of materials from the second virtual instructor.

58. A method for establishing a virtual consultant training session, comprising the steps of:

receiving information indicative of a goal;

prompting a user to enter a response congruent with the goal;

receiving the response to the goal;

calculating a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

providing feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

invoking a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

utilizing the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base, wherein the first indicia includes the response to the goal.

59. A method for establishing a virtual consultant training session as recited in Claim 58, wherein the first indicia includes a previous response to a previous goal.

60. A method for establishing a virtual consultant training session as recited in Claim 58, wherein the first indicia includes a profile of the user.

61. A method for establishing a virtual consultant training session as recited in Claim 58, wherein the first indicia includes a second indicia associated with another user.

62. A method for establishing a virtual consultant training session as recited in Claim 58, wherein the knowledge base is resident on a plurality of servers which are coupled to a computer network.

63. A method for establishing a virtual consultant training session as recited in Claim 62, wherein the computer network supports Internet Protocol (IP).

64. A method for establishing a virtual consultant training session as recited in Claim 62, wherein the computer network includes a Local Area Network (LAN).

65. A method for establishing a virtual consultant training session as recited in Claim 62, wherein the computer network includes a Wide Area Network (WAN).

66. A method for establishing a virtual consultant training session as recited in Claim 58, wherein the help engine includes notification of a virtual director engine.

67. A method for establishing a virtual consultant training session as recited in Claim 66, wherein the virtual director engine includes a domain expert.

68. An apparatus for establishing a virtual consultant training session, comprising:

logic that receives information indicative of a, goal;

logic that prompts a user to enter a response congruent with the goal;

logic that receives the response to the goal;

logic that calculates a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

logic that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

logic that invokes a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

logic that utilizes the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base; wherein the first indicia includes the response to the goal.

69. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session, comprising:

a code segment that receives information indicative of a goal;

a code segment that prompts a user to enter a response congruent with the goal;

a code segment that receives the response to the goal;

a code segment that calculates a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

a code segment that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

a code segment that invokes a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

a code segment that utilizes the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base; wherein the first indicia includes the response to the goal.

70. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 69, wherein the first indicia includes a previous response to a previous goal.

71. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 69, wherein the first indicia includes a profile of the user.

72. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 69, wherein the first indicia includes a second indicia associated with another user.

73. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 69, wherein the knowledge base is resident on a plurality of servers which are coupled to a computer network.

74. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 73, wherein the computer network supports Internet Protocol (IP).

75. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 73, wherein the computer network includes a Local Area Network (LAN).

76. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 73, wherein the computer network includes a Wide Area Network (WAN).

77. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 69, wherein the help engine includes notification of a virtual director engine.

78. A computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in Claim 77, wherein the virtual director engine includes a domain expert.

79. A method for establishing a virtual consultant. comprising the steps of:

connecting a server and one or more users;

selecting a destination within the server to interact with the one or more users;

coupling the one or more users through the server based on the selected destination; and

establishing interaction parameters for the one or more users based on the selected destination.

80. A method for establishing a virtual consultant as recited in Claim 79, wherein the destinations include a reception area where users can interact using collaborative functions.

81. A method for establishing a virtual consultant as recited in Claim 79, wherein the destinations include a virtual library where a user can use resources, consult with a virtual librarian, search for resources and collaborate with one or more other users.

82. A method for establishing a virtual consultant as recited in Claim 79, wherein the destinations include an office where a user can consult with a virtual consultant.

83. A method for establishing a virtual consultant as recited in Claim 79, wherein the destinations include a virtual lounge where a user can socialize, view a directory of other consultants and view information.

84. A method for establishing a virtual consultant as recited in Claim 79, wherein the interaction parameters include support for collaboration.

85. A method for establishing a virtual consultant as recited in Claim 79, wherein the interaction parameters include support for bulletin board functions.

86. A method for establishing a virtual consultant as recited in Claim 79, wherein the interaction parameters include support for recording a session.

87. A method for establishing a virtual consultant as recited in Claim 79, wherein the interaction parameters include support for electronic distribution of consulting materials.

88. An apparatus for establishing a virtual consultant, comprising:

logic that connects a server and one or more users;

logic that selects a destination within the server to interact with the one or more users;

logic that couples the one or more users through the server based on the selected destination; and

logic that establishes interaction parameters for the one or more users based on the selected destination.

89. A computer program embodied on a computer-readable medium that establishes a virtual classroom, comprising:

a code segment that connects a server and one or more users;

a code segment that selects a destination within the server to interact with the one or more users;

a code segment that couples the one or more users through the server based on the selected destination; and

a code segment that establishes interaction parameters for the one or more users based on the selected destination.

90. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the destinations include a reception area where users can interact using collaborative functions.

91. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the destinations include a virtual library where a user can use resources, consult with a virtual librarian, search for resources and collaborate with one or more other users.

92. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the destinations include an office where a user can consult with a virtual consultant.

93. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the destinations include

a virtual lounge where a user can socialize, view a directory of other consultants and view information.

94. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the interaction parameters include support for collaboration.

95. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the interaction parameters include support for bulletin board functions.

96. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the interaction parameters include support for recording a session.

97. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 89, wherein the interaction parameters include support for electronic distribution of consulting materials.

98. A method for establishing a virtual classroom, comprising the steps of:

connecting a virtual classroom server and one or more students;

selecting a presentation type for instructing the one or more students;

coupling the one or more students and one or more instructors through the virtual classroom server; and

establishing interaction parameters for the one or more students and the one or more instructors.

99. A method for establishing a virtual classroom as recited in Claim 98, wherein the presentation type includes at least one of lecture, simulation, media, interactive browsing, slideshow, video or audio.

100. A method for establishing a virtual classroom as recited in Claim 98, wherein the interaction parameters are a protocol for interaction that allow only one person to interact with the virtual classroom at a time.

101. A method for establishing a virtual classroom as recited in Claim 98, wherein the interaction parameters are a protocol for interaction that allow a plurality of people to participate in the virtual classroom.

102. A method for establishing a virtual classroom as recited in Claim 98, wherein materials are provided for use by the one or more students and one or more teachers in the virtual classroom.

103. A method for establishing a virtual classroom as recited in Claim 98, wherein homework materials are provided for use by the one or more students in the virtual classroom.

104. A method for establishing a virtual classroom as recited in Claim 98, wherein tests are provided for use by the one or more students.

105. A method for establishing a virtual classroom as recited in Claim 98, wherein breakout sessions are provided for the one or more students and one or more teachers in the virtual classroom.

106. A method for establishing a virtual classroom as recited in Claim 98, wherein grades are distributed electronically.

107. An apparatus for establishing a virtual classroom, comprising:

logic that connects a virtual classroom server and one or more students;

logic that selects a presentation type for instructing the one or more students;

logic that couples the one or more students and one or more instructors through the virtual classroom server; and

logic that establishes interaction parameters for the one or more students and the one or more instructors.

108. A computer program embodied on a computer-readable medium that establishes a virtual classroom, comprising:

a code segment that connects a virtual classroom server and one or more students;

a code segment that selects a presentation type for instructing the one or more students;

a code segment that couples the one or more students and one or more instructors through the virtual classroom server; and

a code segment that establishes interaction parameters for the one or more students and the one or more instructors.

109. A computer embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein the presentation type includes at least one of lecture, simulation, media, interactive browsing, slideshow, video or audio.

110. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein the interaction parameters are a protocol for interaction that allow only one person to interact with the virtual classroom at a time.

111. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein the interaction parameters are a protocol for interaction that allow a plurality of people to participate in the virtual classroom.

112. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein materials are provided for use by the one or more students and one or more teachers in the virtual classroom.

113. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein homework materials are provided for use by the one or more students in the virtual classroom.

114. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein tests are provided for use by the one or more students.

115. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein breakout sessions are provided for the one or more students and one or more teachers in the virtual classroom.

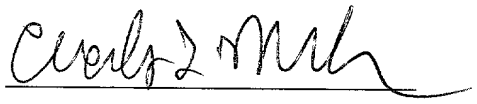
116. A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in Claim 108, wherein the virtual classroom is recorded.

REMARKS

Claims 20 to 116 are added to include all claims of the above-identified international applications, which this application is a continuation of.

Respectfully submitted,
BANNER & WITCOFF, LTD.

Date: November 5, 2001

By: 

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